

ABSTRACT

An image recognizing device for recognizing the motion of a player on the basis of a content containing a sport in which players play in zones demarcated with an obstacle such as a net, including a video information acquiring section for acquiring video information representing the motion of the player in play from the content, a hidden state judging unit for judging whether or not a use tool such as a ball moving between the zones and being an object of scoring is in a hidden state by a predetermined object, a hit time information determining section for determining the time at which the use tool hits on the basis of the hiding start time at which the use tool is judged to be hidden by the hidden state judging section and the hiding stop time at which the hiding is judged to be stopped, a rule information storage section in which rule information on the sport is stored, and an image content recognizing section for recognizing the image content including the motion of the player represented by the video information on the basis of the video information acquired by the video information acquiring section, the position of the use tool at the hit time determined by the hit time information determining section, and the rule information stored in the rule information storage section.